

AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions, and listings, of claims in the application.

1. (Currently Amended) A gaming machine comprising:
a cabinet;
a door openably and closably supported by the cabinet;
a liquid crystal display unit which is supported by the door and provides an image associated with a game;
a transparent member which is supported by the door; and
a rubber buffer ~~provided~~ located between the liquid crystal display unit and the door.

2. (Original) The gaming machine according to claim 1, wherein the transparent member is a glass plate or a touch panel.

3. (Currently Amended) The gaming machine according to claim 1, ~~wherein~~ including a plurality of the rubber buffers ~~each~~, all of the rubber buffers being identical ~~with the buffer are provided~~.

4. (Currently Amended) The gaming machine according to claim 1, wherein the door includes a frame supporting the liquid crystal display unit ~~through~~ and the rubber buffer is interposed between the door and the frame,

the liquid crystal display unit is supported by the frame at a back-~~thereof~~ side of the liquid crystal display unit, and

the rubber buffer supports the liquid crystal display unit and the transparent member ~~keeping and maintains a distance therebetween~~ separation between the liquid crystal display unit and the transparent member.

5. (Currently Amended) The gaming machine according to claim 1, wherein the rubber buffer has a first groove in which part of the liquid crystal display unit is inserted located and a second groove ~~distant~~, spaced from the first groove, and in which part of the transparent member is inserted located.

6. (Currently Amended) The gaming machine according to claim 4, wherein the door further includes a cover ~~being~~ supported by the frame, the cover has an opening at a center ~~thereof~~ of the cover, a front side of the liquid crystal display unit is exposed ~~from~~ through the opening ~~through~~ and the transparent member, and a peripheral portion of the liquid crystal display unit is covered by the cover at the front ~~thereof~~ side of the liquid crystal display unit.

7. (Currently Amended) The gaming machine according to claim 4, wherein the frame has a recess in which the liquid crystal display unit, held by the rubber buffer, is ~~set~~ located.

8. (Currently Amended) The gaming machine according to claim 1, wherein the door includes a frame supporting the liquid crystal display unit ~~through~~ and the rubber buffer is interposed between the door and the frame, the liquid crystal display unit is supported by the frame at a back ~~thereof~~ side of the liquid crystal display unit, and the rubber buffer is in contact with the liquid crystal display unit and the frame.

9. (Currently Amended) The gaming machine according to claim 8, wherein an end face of the liquid crystal display unit has a hollow extending in a direction perpendicular to the end face, and the rubber buffer has a projection ~~of which~~ with a shape corresponds ~~corresponding to a shape of the hollow,~~ and the projection is ~~inserted~~ located in the hollow.

10. (Currently Amended) The gaming machine according to claim 8, wherein the door further includes a cover ~~being~~ supported by the frame, the cover has an opening at a center ~~thereof~~ of the cover, a front side of the liquid crystal display unit is exposed ~~from~~ through the opening ~~through~~ and the transparent member, and a peripheral portion of the liquid crystal display unit is covered by the cover at the front ~~thereof~~ side of the liquid crystal display unit.

11. (Currently Amended) The gaming machine according to claim 8, wherein the frame has a recess in which the liquid crystal display unit, held by the rubber buffer, is ~~set~~ located.

12. (Currently Amended) The gaming machine according to claim 8, wherein the transparent member has at least one corner, and the gaming machine further ~~comprising~~ comprises a second rubber buffer which covers the corner of the transparent member.

13. (Currently Amended) The gaming machine according to claim 1, wherein the door further includes a frame supporting the liquid crystal display unit ~~through~~ with the rubber buffer interposed between the door and the frame,

the liquid crystal display unit is supported by the frame at a back ~~thereof~~ side of the liquid crystal display unit,

the liquid crystal display unit has at least one projection on an end face ~~thereof~~ of the liquid crystal display unit,

the projection projects in a direction perpendicular to the end face, and
the rubber buffer covers the projection.

14. (Currently Amended) The gaming machine according to claim 13, wherein the frame has a recess in which the liquid crystal display unit, held by the rubber buffer, ~~is set~~ located.

15. (Currently Amended) The gaming machine according to claim 13, wherein the frame has a hole in which the rubber buffer ~~is set~~ located.

16. (Currently Amended) The gaming machine according to claim 13, wherein the door further includes a cover ~~being~~ supported by the frame,
the cover has an opening at a center ~~thereof~~ of the cover,
a front side of the liquid crystal display unit is exposed ~~from~~ through the opening ~~through~~ and the transparent member, and
a peripheral portion of the liquid crystal display unit is covered by the cover at the front ~~thereof~~ side of the liquid crystal display unit.

17. (Currently Amended) The gaming machine according to claim 13, wherein the transparent member has at least one corner, and
the gaming machine further ~~comprising~~ comprises a second rubber buffer which covers the corner of the transparent member.

18. (Currently Amended) The gaming machine according to claim 1, wherein

the door includes a frame supporting the liquid crystal display unit ~~through and~~
the rubber buffer is interposed between the door and the frame,

the liquid crystal display unit is supported by the frame at a back ~~thereof~~ side of
the liquid crystal display unit,

the liquid crystal display unit has at least one projection on an end face ~~thereof~~
of the liquid crystal display unit,

the projection projects in a direction perpendicular to the end face, and
the rubber buffer holds the projection.

19. (Currently Amended) The gaming machine according to claim 18, wherein
the projection has a holding portion for holding the rubber buffer, and
the rubber buffer is held by the holding portion.

20. (Currently Amended) The gaming machine according to claim 19, wherein
the holding portion includes a cutout ~~provided~~ located at a tip of the projection
and having a width,

the rubber buffer includes a groove having a width and which is shaped ~~in such~~
~~a way so that the width of~~ part of the rubber buffer ~~is~~ has a width equal to the width of
the cutout, and ~~the width of the groove~~ has a width corresponds to ~~the~~ thickness of the
projection, and

the holding portion is ~~set~~ located in the groove of the rubber buffer.

21. (Currently Amended) The gaming machine according to claim 18, wherein
the frame includes an outer frame and an inner frame ~~which is,~~ the inner frame
being fixed to the outer frame, and
the rubber buffer is fixed to the inner frame.

22. (Currently Amended) The gaming machine according to claim 18, wherein

the door further includes a cover ~~being~~ supported by the frame,
the cover has an opening at a center thereof of the cover,
a front side of the liquid crystal display unit is exposed ~~from~~ through the
opening ~~through~~ and the transparent member, and
a peripheral portion of the liquid crystal display unit is covered by the cover at
the front ~~thereof~~ side of the liquid crystal display unit.

23. (Currently Amended) The gaming machine according to claim 1, wherein
the door includes a frame ~~in which~~ and the liquid crystal display unit is ~~set~~
~~from~~ located at and in a back thereof of the frame, and a cover ~~being~~ supported by the
frame and having an opening at a center ~~thereof~~ of the cover,

the liquid crystal display unit is exposed ~~from~~ through the opening ~~through~~ and
the transparent member,

the liquid crystal display unit has at least one projection on an end face ~~thereof~~
the liquid crystal display unit,

the projection projects in a direction perpendicular to the end face,

the rubber buffer holds the projection, and

the cover covers a peripheral portion of the liquid crystal display unit and
supports the liquid crystal display unit ~~through~~ and the rubber buffer is interposed
between the cover and the liquid crystal display unit.

24. (Currently Amended) The gaming machine according to claim 23, wherein
the projection has a holding portion for holding the rubber buffer, and
the rubber buffer is held by the holding portion.

25. (Currently Amended) The gaming machine according to claim 24, wherein
the holding portion includes a cutout ~~provided~~ located at a tip of the projection
and having a width,

the rubber buffer includes a groove which is shaped ~~in such a way so that the~~
~~width of~~ part of the rubber buffer ~~is~~ has a width equal to the width of the cutout and
~~the width of the groove corresponds~~ has a width corresponding to the thickness of the
projection, and

the holding portion is ~~set~~ located in the groove of the rubber buffer.

26. (Original) The gaming machine according to claim 23, further comprising a
sealing member, wherein the sealing member is in intimate contact with the peripheral
portion of the transparent member and the cover.